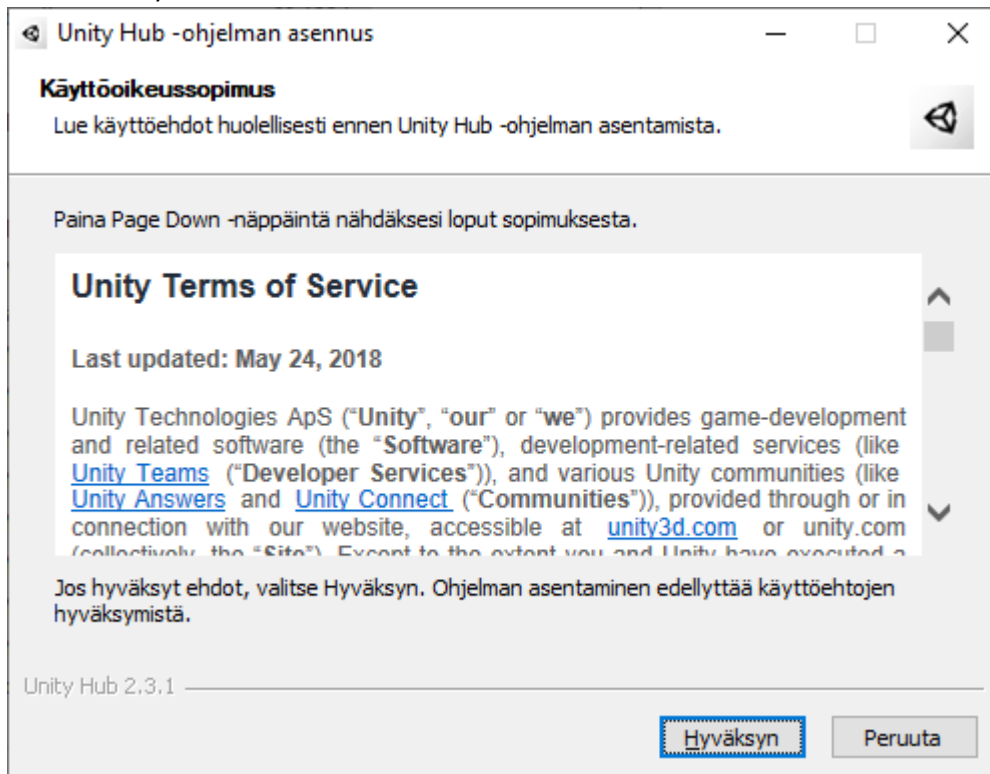


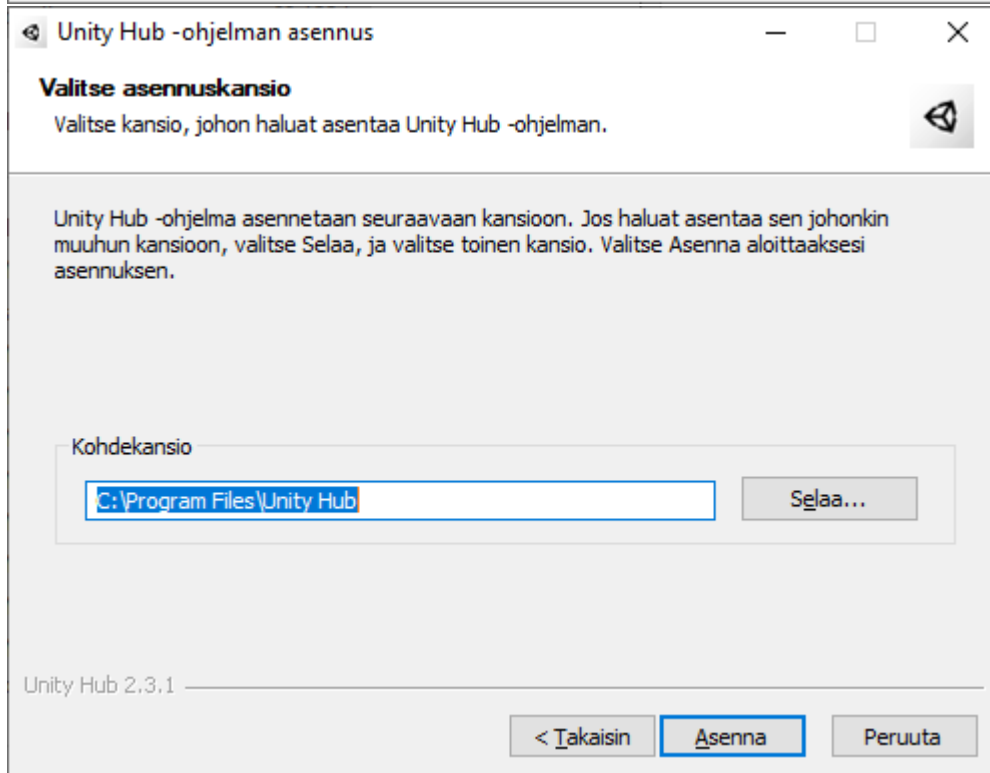
Unity3D

Tämä on lyhyt ohje miten saat asennettua itsellesi opintojaksolla käytetyn Unity3D-ympäristön.

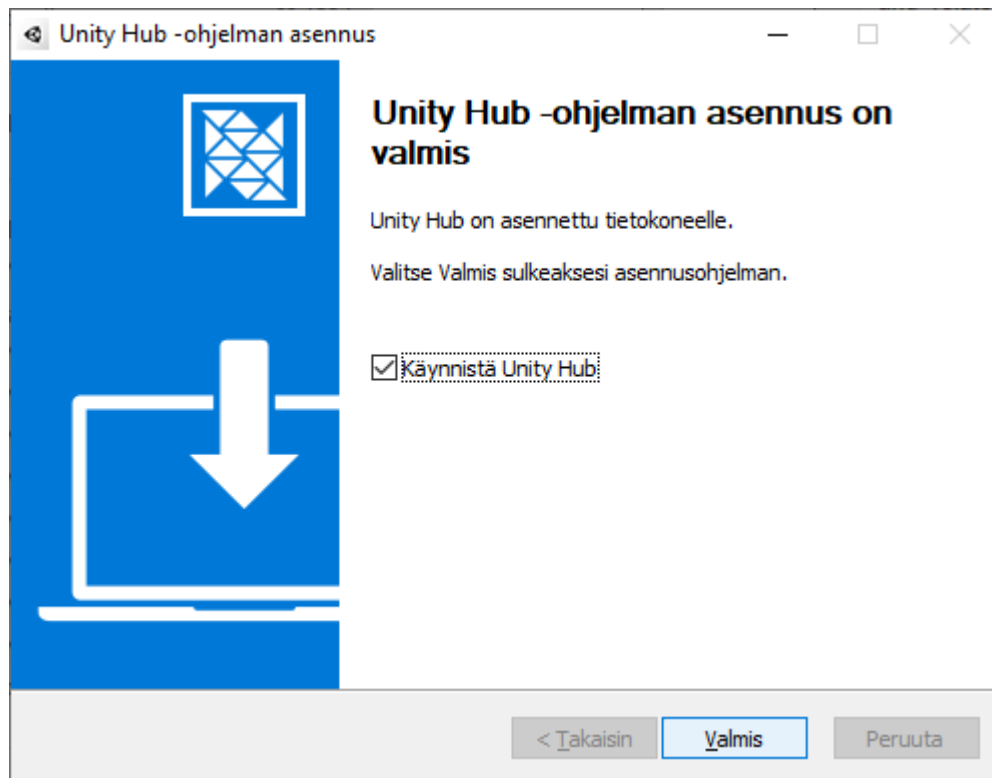
1. Lataa itsellesi Unity3D: <https://store.unity.com/download-nuo>
2. Valitse Start here ja lataa UnityHubSetup.exe-tiedosto itsellesi.
3. Asenna UnityHub



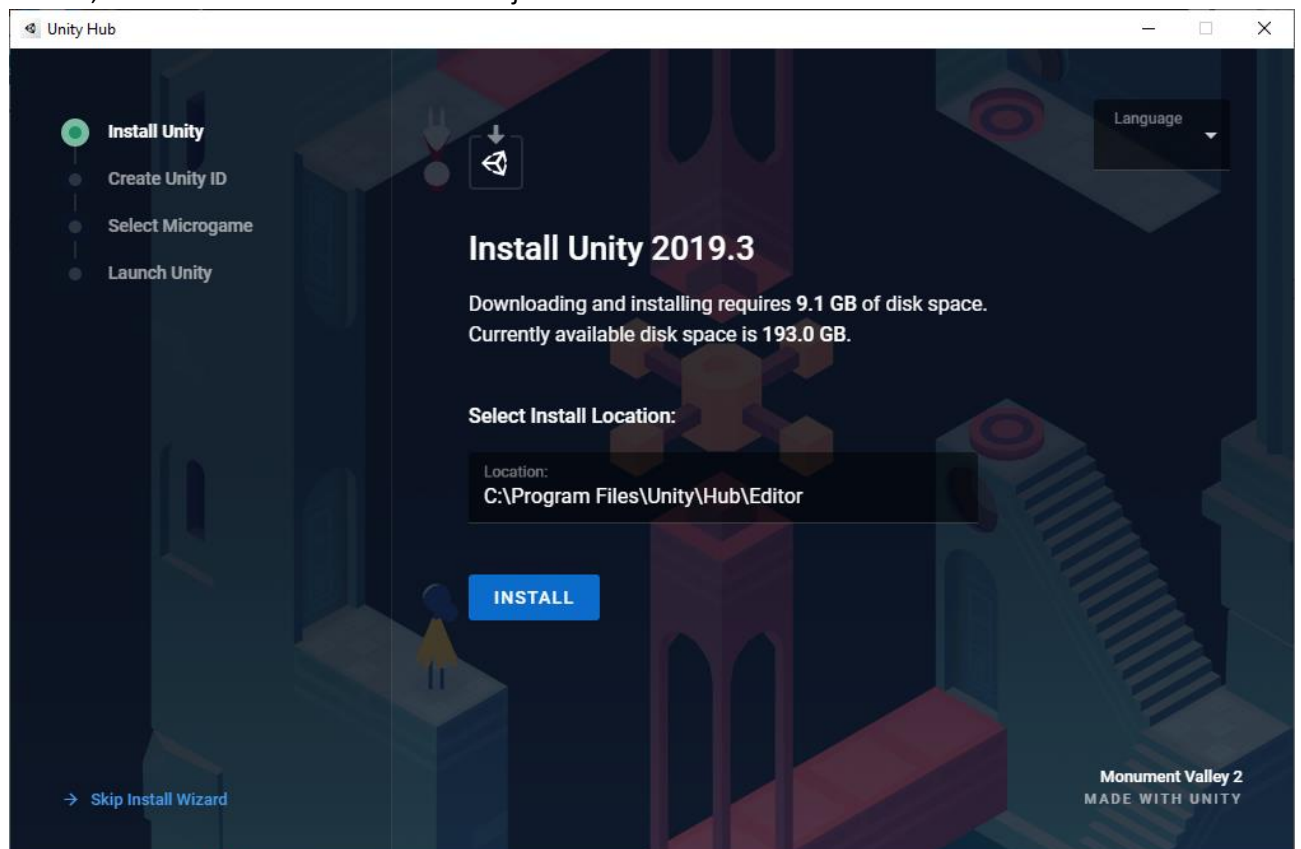
4.



5.



- 6.
7. Kun UnityHub on asennettu tarvitaan uusiin versio Unity:stä. Tätä kirjoitettaessa versio on Unity 2019.3, ladattava tiedosto on melko suuri joten tähän kannattaa varata aikaa.



- 8.
9. Unity-kehittäminen vaatii yksillöllisen Unity ID:n. Rekisteröidy Unity:n käyttäjäksi ja luo itsellesi tunnus.



Unity Hub

✓ Install Unity

● Create Unity ID

● Select Microgame

● Launch Unity

 → 

You will receive a confirmation email shortly. Please click on the link in the email to confirm your information and complete your profile.

With Unity ID you can access all Unity services.

Create Unity ID

☐

I have read and agree to the [Unity Terms of Service](#), which include the Additional Terms for Unity Software (the "[Software Terms](#)"), and I acknowledge the [Unity Privacy Policy](#).


☐


I understand that by checking this box, I am agreeing to receive promotional materials from Unity

CREATE UNITY ID

[I already have a Unity ID](#)

OR:

 Sign in with google

 Sign in with facebook

Downloading Unity...

3.0%

The screenshot displays the Unity Hub application window. On the left, a sidebar contains a vertical list of steps: 'Install Unity' (with a green checkmark), 'Create Unity ID' (with a green checkmark), 'Select Microgame' (with a green circle and a dot, indicating it's the current step), and 'Launch Unity' (with a grey circle). Below this list, there's a section titled 'The microgame is the foundation for your first project' followed by a paragraph: 'Use the microgame to learn the basics of Unity. Build on and modify the microgame to customize and share your very first game with your friends and family.' The main content area is titled 'Select Microgame' and includes the instruction 'Enter name and select a microgame for your first project:'. A text input field labeled 'Project Name' contains the text 'MyFirstGame'. Below this, there are four selectable microgame options, each in a white box with a blue border: 'FPS' (3D) which is currently selected, 'Karting' (3D), 'Platformer' (2D), and 'Empty 3D' (3D). To the right of these options is a preview for the FPS microgame, showing a first-person view of a game environment with a dog-like character and a red robot. Below the preview, the text 'FPS' is displayed, followed by the description: 'Get to know the Unity editor by playing and modifying this First Person Shooter microgame.' A blue 'CONTINUE' button is located at the bottom right of the main area. At the very bottom of the window, a status bar shows 'Downloading Unity...' with a progress bar and '17.9%'.

Visual Studio Community 2019

Asenna koneellesi myös Visual Studio Community, muista valita asentamisen yhteydessä kohta **Game development with Unity**.

- Kun asennettu käynnistä ja kirjaudu esimerkiksi edu.tampere.fi-tunnuksillasi.
- Myös VSCode tai mikä tahansa tekstieditori on mahdollinen, mutta Visual Studio sisältää ohjelmointia helpottavia toimintoja.